



Team Interview Rubric

Team # _____ Grade Level ☐ ES | ☐ MS | ☐ HS | ☐ University Judge Name _____

Directions: Determine a point value that best characterizes the content of the Team Interview for that criterion. Write that value in the column to the right.

| CRITERIA | PROFICIENCY LEVEL | | | POINTS |
|--|--|--|---|-----------------------|
| | EXPERT (4-5 POINTS) | PROFICIENT (2-3 POINTS) | EMERGING (0-1 POINTS) | |
| ENGINEERING DESIGN PROCESS <i>All Awards</i> | Team shows evidence of independent inquiry <u>from the beginning stages</u> of their design process. This includes brainstorming, testing, and exploring alternative solutions. | Team shows evidence of independent inquiry for <u>some elements</u> of their design process. | Team <u>shows little to no evidence</u> of independent inquiry in their design process. | _____ |
| GAME STRATEGIES <i>Design, Innovate, Create, Amaze</i> | Team can fully explain their <u>entire</u> game strategy including game analysis. | Team can explain their current strategy with <u>limited evidence of game analysis</u> . | Team <u>did not explain</u> game strategy/strategy is not student-directed. | _____ |
| ROBOT DESIGN <i>Design, Innovate, Build Create, Amaze</i> | Team can <u>fully explain</u> the evolution of their robot design to the current design. | Team can provide a <u>limited description</u> of why the current robot design was chosen, but shows limited evolution. | Team <u>did not explain</u> robot design, or design is not student-directed. | _____ |
| ROBOT BUILD <i>Innovate, Build, Create, Amaze</i> | Team can <u>fully explain</u> their robot construction. Ownership of the robot build is evident. | Team can describe why the current robot design was chosen, but with <u>limited explanation</u> . | Team <u>did not explain</u> robot build, or build is not student-directed. | _____ |
| ROBOT PROGRAMMING <i>Design, Innovate, Think, Amaze</i> | Team can <u>fully explain</u> the evolution of their programming. | Team can describe how the current programs work, but with <u>limited evolution</u> . | Team <u>did not explain</u> programming, or programming is not student-directed. | _____ |
| CREATIVITY / ORIGINALITY <i>Innovate, Create</i> | Team can describe creative aspect(s) of their robot with clarity and detail. | Team can describe a creative solution but the answer lacks detail. | Team has difficulty describing a creative solution or gives minimal response. | _____ |
| TEAM AND PROJECT MANAGEMENT <i>All Awards</i> | Team can explain <u>how team progress was tracked against an overall project timeline</u> . Team can explain management of material and personnel resources. | Team can explain <u>how team progress was monitored</u> , and some degree of management of material and personnel resources. | Team <u>cannot explain how team progress was monitored</u> or how resources were managed. | _____ |
| TEAMWORK, COMMUNICATION, PROFESSIONALISM <i>All Awards</i> | <u>Most or all team members contribute to explanations</u> of the design process, game strategy, and other work done by the team. | <u>Some team members contribute to explanations</u> of the design process, game strategy, and other work done by the team | <u>Few team members contribute to explanations</u> of the design process, game strategy, and other work done by the team. | _____ |
| RESPECT, COURTESY, POSITIVITY <i>All Awards</i> | Team consistently interacts respectfully, courteously, and positively in their interview. | Team interactions show signs of respect and courtesy, but there is room for improvement. | Team interactions lack respectful and courteous behavior. | _____ |
| SPECIAL ATTRIBUTES AND OVERALL IMPRESSIONS <i>Judges, Inspire</i> | Does the team have any special attributes, accomplishments, or exemplary effort in overcoming challenges at this event? Did anything stand out about this team in their interview? Please describe:  | | | TOTAL POINTS _____ |
| NOTES:  | | | | |

All judging materials are strictly confidential. They are not shared beyond the Judges and Judge Advisor and shall be destroyed at the end of the event.